CLAIMS

What is claimed is:

1	1. A user interface for a handwriting recognition system used with a visual display
2	having a screen, said interface comprising:
3	means for opening a semi-transparent window in said display, said semi-transparent
4	window permitting a user to view features of a portion of said display over which said semi-
5	transparent window is opened, said semi-transparent window having boundaries which define a
6	contrasting area on said display.
1	2. The user interface of claim 1, further comprising:
2	an input device for inputting data from said user;
3	and wherein said semi-transparent window is opened automatically when said user
4	activates said input device at a point on said screen.
1	3. The user interface of claim 2, wherein said semi-transparent window opens in a
2	predetermined size and position relative to said point on said screen.
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1	4. The user interface of claim 3, further comprising means for permitting said user
2	to alter said size of said semi-transparent window after said semi-transparent window opens.
1	5. The user interface of claim 4, further comprising means for automatically
2	increasing said size of said semi-transparent window when said user touches said touch-
3	activated screen at a point on said touch-activated screen which is outside said borders of said

- semi-transparent window after said semi-transparent window has been opened, said increased
- 5 size of said semi-transparent window including said point on said touch-activated screen which
- 6 is outside said borders.
- 1 6. The user interface of claim 3, further comprising means for permitting said user
- 2 to move said semi-transparent window to a new position in said display from said
- 3 predetermined position after said semi-transparent window has been opened.
- 1 7. The user interface of claim 3, wherein said predetermined size and position are
- 2 alterable by said user.
- 1 8. The user interface of claim 1, wherein said contrasting area is of a color which
- 2 is different from a color of said portion of said display over which said semi-transparent
- 3 window is opened.
- 1 9. The user interface of claim 1, wherein said contrasting area is of a brightness
- 2 which is different from a brightness of said portion of said display over which said semi-
- 3 transparent window is opened.
- 1 10. The user interface of claim 2, wherein said opened semi-transparent window
- 2 closes automatically upon an elapse of a predetermined time interval during which no input by
- 3 said user occurs.

The user interface of claim 1, wherein said semi-transparent window opens 1 11. automatically when said device requires entry of information from said user. 2 The user interface of claim 2, further comprising means for generating a visual 1 . 12. representation on said display of movement of said input device implement by said user across 2 3 said screen. The user interface of claim 12, in which said means for generating stops 1 13. generating said visual representation of said movement of said writing implement across said 2 display when a predetermined period of time elapses after cessation of movement of said input 3 4 device on said display. The user interface of claim 2, wherein said input device is selected from the 1 14. group consisting of: a touch-activated screen, a mouse, a joystick, a keyboard, a trackball and 2 3 an electronic tablet. ١ 1 15. A user input system for use with an electronic device, comprising: 2 an input device; 3 a visual display having a screen, said screen including means for generating an output 4 signal in response to a signal generated by said input device; means for opening a semi-transparent window in said display in response to said signal 5 from said input device, said semi-transparent window permitting a user to view features of a

portion of said display over which said semi-transparent window is opened, said semi-

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- 8 transparent window having boundaries which define a contrasting area on said display and
- 9 being sized to receive input from said input device, said input including at least one manuscript
- 10 character;
- means for recognizing said at least one received manuscript character; and
- means for displaying said at least one recognized manuscript character on said visual
- 13 display.
- 1 16. The user input system of claim 15, wherein said semi-transparent window is
- 2 opened automatically in response to said input from said input device.
- 1 The user input system of claim 16, wherein said semi-transparent window opens
- 2 in a predetermined size and position relative to a point at which said at least one manuscript
- 3 character is input.
- 1 18. The user input system of claim 17, further comprising means for permitting said
- 2 user to alter said size of said semi-transparent window after said semi-transparent window is
- 3 opened.
- 1 19. The user input system of claim 18, further comprising means for automatically
- 2 increasing said size of said open semi-transparent window when said at least one manuscript
- 3 character is input at a point on said screen which is outside said borders of said semi-
- 4 transparent window after said semi-transparent window has been opened, said increased size of
- 5 said semi-transparent window including said point which is outside said borders.

1	20. The user input system of claim 17, further comprising means for permitting sai
2	user to move said semi-transparent window to a new point in said display from sai
3	predetermined position after said semi-transparent window has been opened.
1	21. The user input system of claim 17, wherein said predetermined size and position
2	are alterable by said user.
1	22. The user input system of claim 15, wherein said contrasting area is of a colo
2	which is different from a color of said portion of said display over which said semi-transparen
3	window is opened.
1	23. The user input system of claim 15, wherein said contrasting area is of a
2	brightness which is different from a brightness of said portion of said display over which said
3	semi-transparent window is opened.
1	24. The user input system of claim 15, wherein said open semi-transparent window
2	closes automatically upon elapse of a predetermined time interval during which no touching of
3	said touch-activated screen occurs.
1	25. The user input system of claim 15, wherein said semi-transparent window opens
2	automatically when said device requires entry of information from said user.

The user input system of claim 15, further comprising means for generating a 1 26. visual representation on said display of movement of said input device by said user across said 2 3 screen. The user input system of claim 26, in which said means for generating stops 1 27. generating said visual representation of said movement of said input device across said screen 2 when a predetermined period of time elapses after any movement of said input device. 3 The user input system of claim 15, wherein said electronic device is a telephone. 1 28. 1 29. The user input system of claim 15, wherein said electronic device is a computer. 1 30. The user input system of claim 15, wherein said electronic device is a personal 2 digital assistant. 1 The user input system of claim 15, wherein said input device is selected from 31. the group consisting of: a touch-activated screen, a mouse, a joystick, a keyboard, or trackball, 2 3 and an electronic tablet. 1 32. In a handwriting recognition system used with a visual display having a screen. 2 a method of providing a user interface, said method comprising: opening a semi-transparent window in said display, said semi-transparent window 3 permitting a user to view features of a portion of said display over which said semi-transparent 4

- window has opened, said semi-transparent window having boundaries which define a 5 6 contrasting area on said display. The method of claim 32, wherein said semi-transparent window is opened 1 33. automatically when said user activates an input device for translating movement of said input 2 device into a graphical representation of said movement on said screen. 3 The method of claim 33, wherein said semi-transparent window opens in a 1 34. predetermined size and position relative to a point on said screen at which said user initiates 2 3 movement of said input device. The method of claim 32, further comprising means for permitting said user to 1 35. alter said size of said semi-transparent window after said semi-transparent window has opened. 2 1 36. The method of claim 35, further comprising the step of: 2 automatically increasing said size of said open semi-transparent window when said user activates said input device at a point on said display which is outside said borders of said semi-3 4 transparent window after said semi-transparent window has been opened. 37. 1 The method of claim 34, further comprising the step of:
- 3 display from said predetermined position after said semi-transparent window has opened.

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permitting said user to move said semi-transparent window to a new position in said

1	38. The method of claim 34, wherein said predetermined size and position are
2	alterable by said user.
1	39. The method of claim 32, wherein said contrasting area is of a color which is
2	different from a color of said portion of said display over which said semi-transparent window
3	has opened.
1	40. The method of claim 32, wherein said contrasting area is of a brightness which
2	is different from a brightness of said portion of said display over which said semi-transparent
3	window has opened.
1	41. The method of claim 32, wherein said open semi-transparent window closes
2	automatically upon elapse of a predetermined time interval during which no input from said
3	input device occurs.
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1	42. The method of claim 32, further comprising the step of:
2	opening said semi-transparent window automatically when said device requires entry of
3	information from said user.
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ļ	43. The method of claim 32, further comprising the step of:
2	generating a visual representation on said display of movement of said input device by
3	said user.
	44. The method of claim 43, further comprising the step of
'	44. The method of claim 43, further comprising the step of:

2	ceasing generating said visual representation of said movement of said input device
3	when a predetermined period of time clapses after any movement of said input device.
1	45. The method of claim 32, wherein said input device is selected from the group
2	consisting of: a touch-activated screen, a mouse, a joystick, a keyboard, a trackball, and an
3	electronic tablet.
1	46. A method of inputting data to an electronic device, comprising:
2	displaying information on a visual display having a screen;
3	generating an output signal in response to movement of an input device;
4	opening a semi-transparent window in said display in response to said movement of said
5	input device, said semi-transparent window permitting a user to view features of a portion of
6	said display over which said semi-transparent window is open, said semi-transparent window
7	having boundaries which define a contrasting area on said display and being sized to receive an
8	input from said input device, said input including at least one manuscript character;
9	recognizing said at least one manuscript character; and
10	displaying the recognized manuscript characters on the visual display.
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	47. The method of claim 46, further comprising the step of:
2	opening said semi-transparent window automatically when said user moves said input
3	device.

1	48. The method of claim 46, wherein said semi-transparent window opens in a
2	predetermined size and position relative to a point on said display at which said user
3	commences movement of said input device.
1	49. The method of claim 46, further comprising the step of:
2	permitting said user to alter said size of said open semi-transparent window after said
3	semi-transparent window opens.
1	50. The method of claim 49, further comprising the step of:
2	automatically increasing said size of said open semi-transparent window when said user
3	touches said touch-activated screen at a point on said display which is outside said borders of
1	said semi-transparent window after said semi-transparent window has been opened.
1	51. The method of claim 48, further comprising the step of:
2	permitting said user to move said semi-transparent window to a new position on said
3	display from said predetermined position after said semi-transparent window has opened.
l	52. The method of claim 48, wherein said predetermined size and position are
<u>)</u>	alterable by said user.
	53. The method of claim 46, wherein said contrasting area is of a color which is
2	different from a color of said portion of said display over which said semi-transparent window
3	has opened.

1	54. The method of claim 46, wherein said contrasting area is of a brightness which
2	is different from a brightness of said portion of said display over which said semi-transparent
3	window has opened.
1	55. The method of claim 46, further comprising the step of closing said open semi-
2	transparent window automatically upon clapse of a predetermined time interval during which
3	no touching of said touch-activated screen occurs.
1	The method of claims 16, for the recognition the second
i	56. The method of claim 46, further comprising the step of:
2	opening said semi-transparent window automatically when said device requires entry of
3	information.
1	57. The method of claim 46, further comprising the step of:
2.	generating a visual representation on said display of movement of said input device.
1	58. The method of claim 57, further comprising the step of:
2	ceasing generating of said visual representation of said movement of said input device
3	when a predetermined period of time clapses after any movement of said input device.
1	59. The method of claim 46, wherein said electronic device is a telephone.
1	60. The method of claim 46, wherein said electronic device is a computer.
1	61. The method of claim 46, wherein said electronic device is a personal digital
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۷.	assistant.

- 1 62. The method on claim 46, wherein said input device is selected from the group
- 2 consisting of: a touch-activated screen, a mouse, a joystick, a keyboard, a trackball, and an
- 3 electronic tablet.